5-10: I-1 INDUSTRIAL ZONE

A. DECLARATION OF LEGISLATIVE INTENT

The I-1 Industrial Zone has been established for the purpose of providing places where manufacturing, processing, warehousing, fabrication, and wholesaling of goods and materials can be carried on with minimum conflict or deleterious effects upon surrounding properties.

Retailing is not the intent, nor allowed in the I-1 Zone. It is also the intent of this zone to promote the economic well being of the people and to broaden the tax base.

This zone is characterized by a mixture of warehousing, industrial, manufacturing, and processing uses and establishments that are served by street, power, water, sewage and other utilities and facilities or where such facilities can be readily provided or installed by the developer. Open spaces not yet used for industry are characterized by agricultural use.

This zone does not provide a healthful environment for dwellings, so dwellings are prohibited except for non-farm caretaker dwellings which are essential to the operation of an industrial plant. It is hereby declared that the specific purposes and intent of the County Commission in establishing the I-1 Industrial Zone are:

- 1. To take advantage of the powers and more fully implement the basic purposes for planning and zoning set forth in Section 17-27-102 Utah Code Annotated 1953, and to implement the plans provided for in Section 17-27-301 of the said Code.
- 2. To promote industry by providing a location where conflicts between neighboring business establishments are minimal and conflicting, nonindustrial land uses are not present.
- 3. To promote economy in the process of development.
- 4. To ensure the development of adequate public facilities to match private development.
- 5. To bring about the economical utilization of water, drainage, sanitary and other facilities.
- 6. To more fully bring about the implementation of the county's master plan.

The specific regulations necessary for the accomplishment of the purposes outlined above are hereinafter set forth